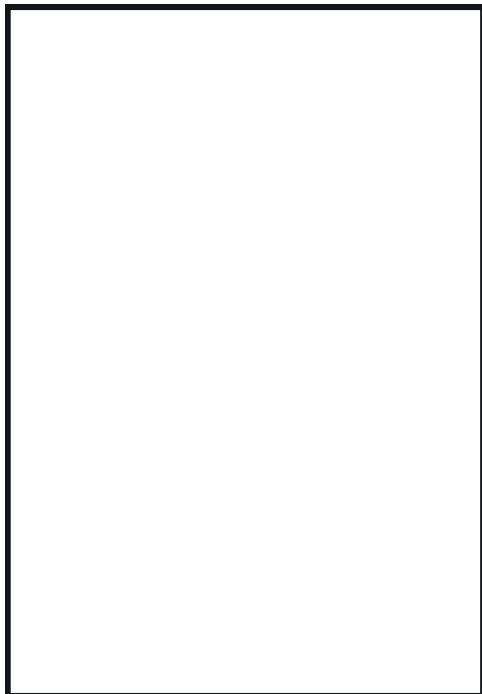


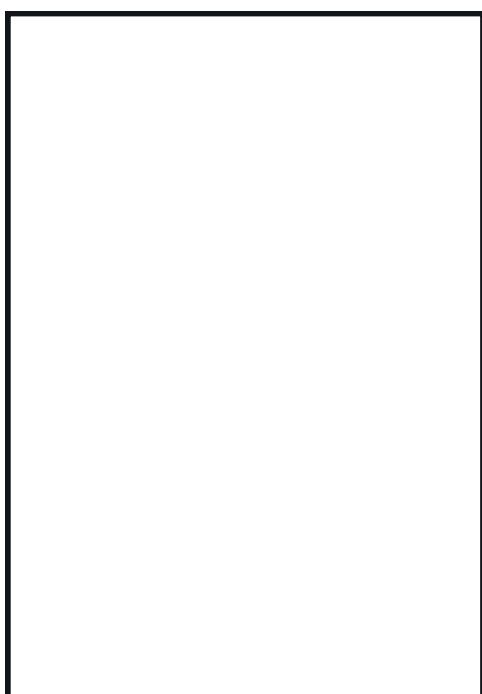
Step 1.
Role cards



Step 2.
Problem cards



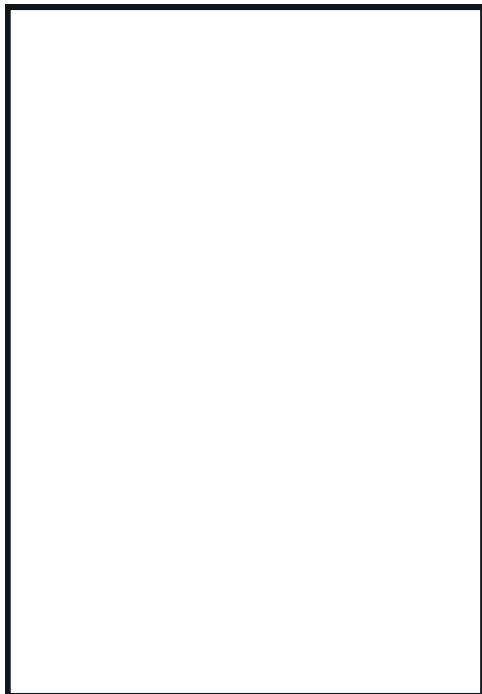
Step 3.
Scale cards



Step 4.
Values cards



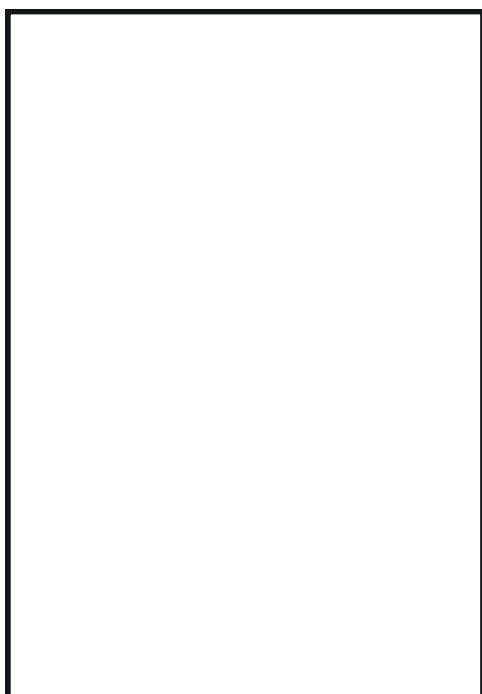
Step 5.
Implementation cards



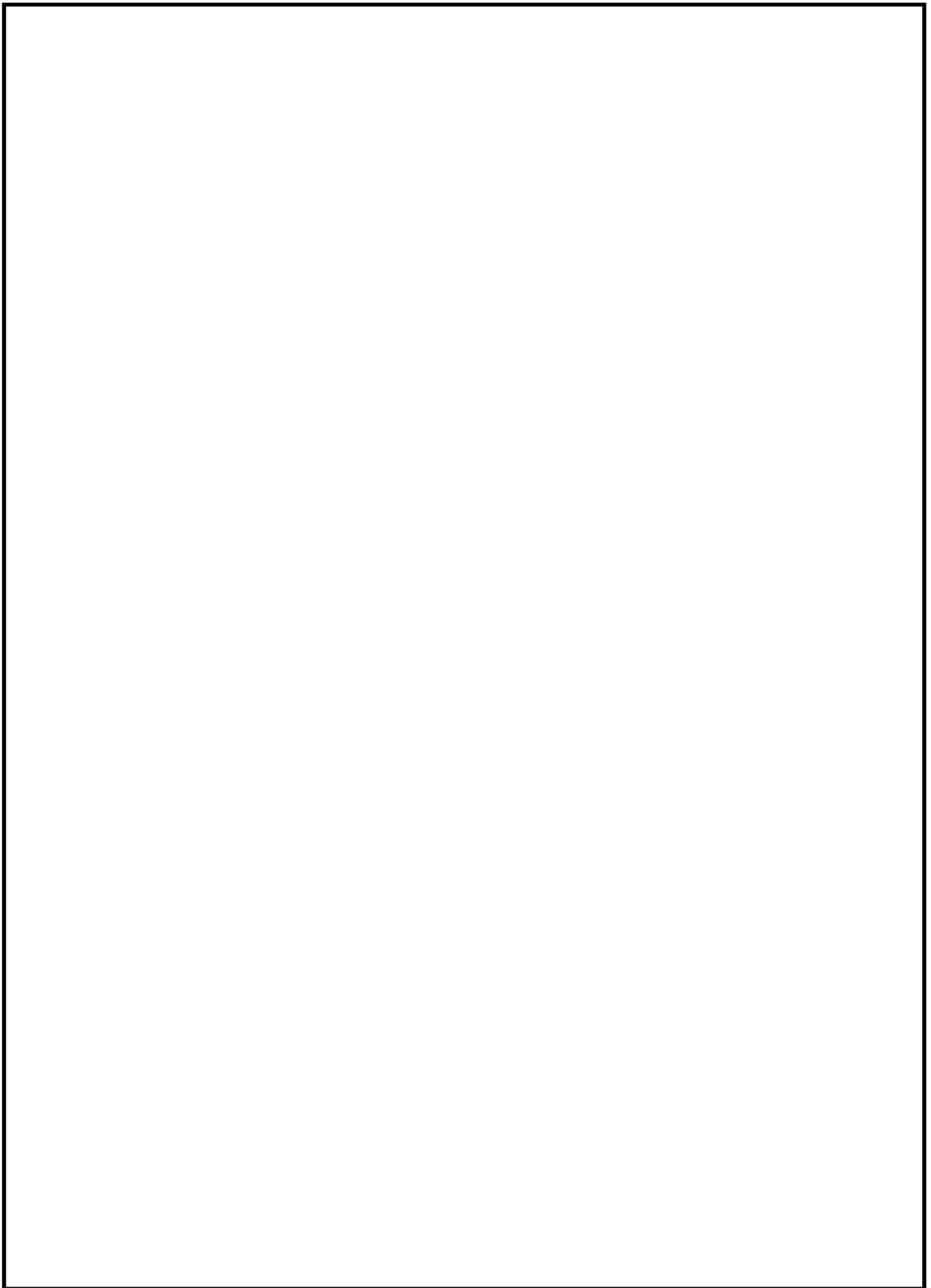
Step 6.
Action card



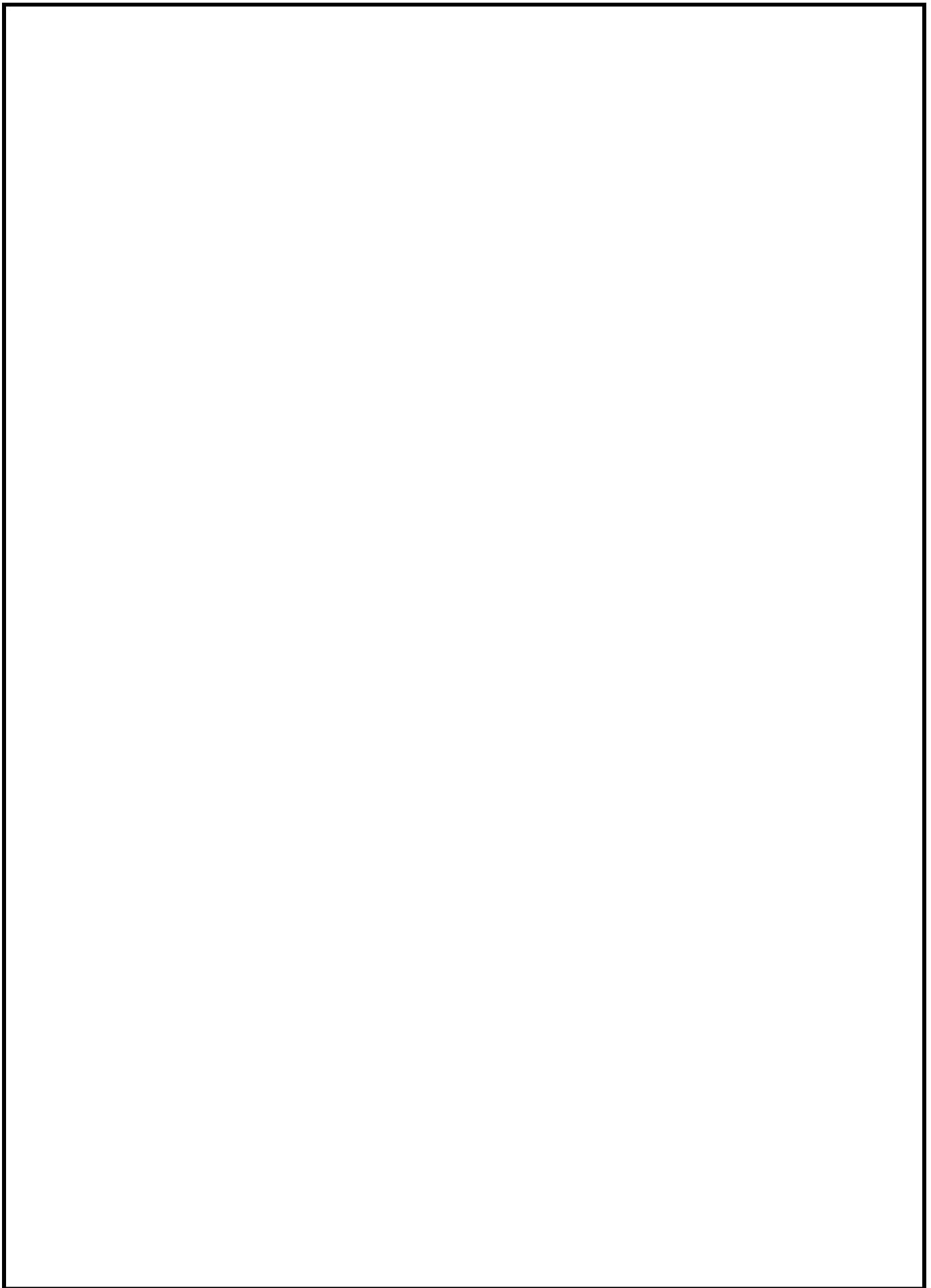
Blank cards



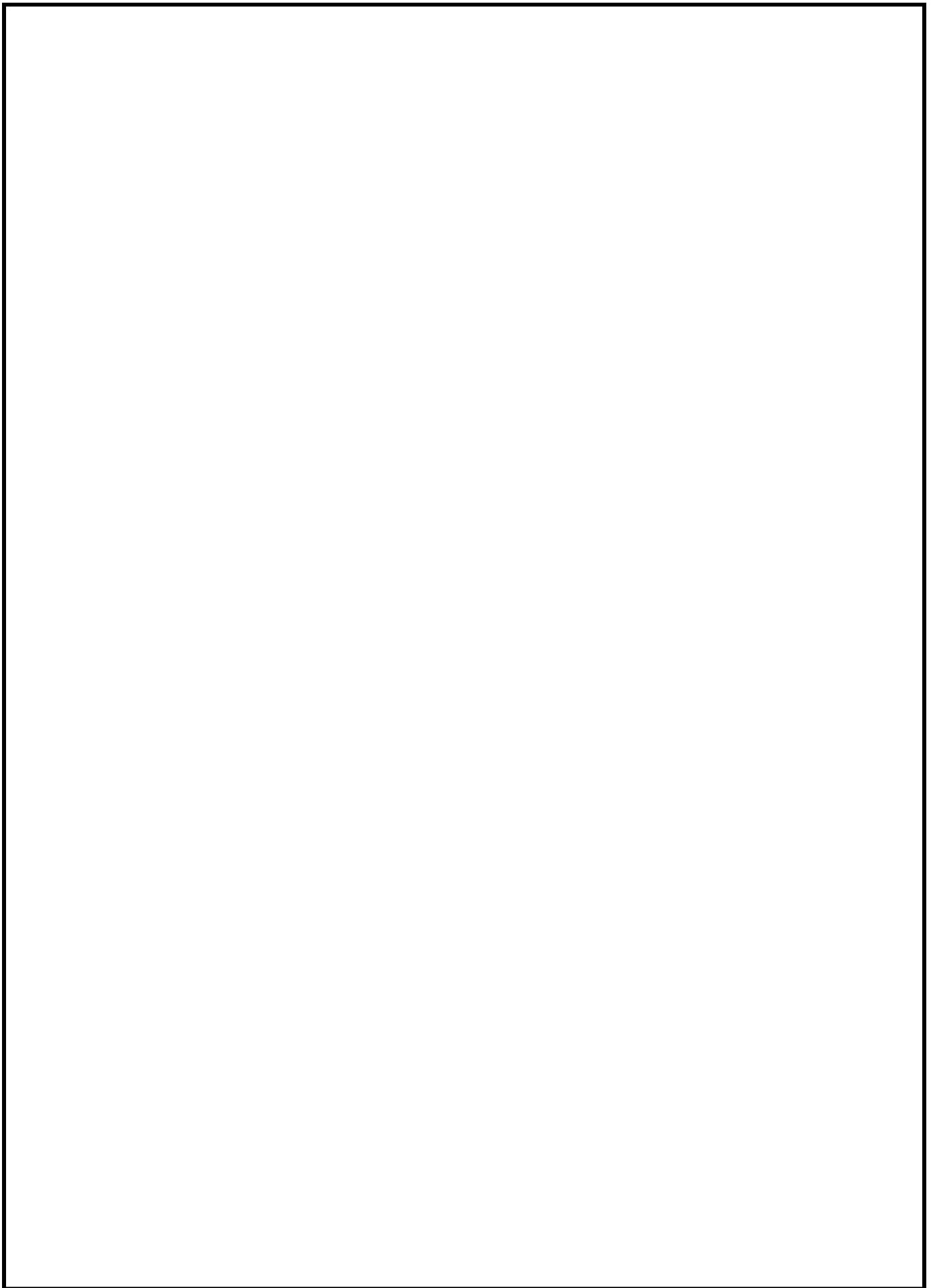
Problem and Values Zone



Ideation Zone



Solution Space



feasible

not innovative	innovative

not feasible

Innovative - New or improved for this context, and it expands meaningful citizen participation (more ways to take part, deliberate, and influence).

Feasible - Realistically doable in practice with the available mandate, people, budget, and time (technically, legally, and operationally workable).